

ABSTRACT

A wireless control unit includes a controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including a auto activate start information, and a console interface having wireless receiver
5 circuitry for receiving the game information, including the auto activate start information, from the controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system is continuously activated.

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